**PLAYING RULE MODIFCATION FOR ZONE 8**

**LOCAL LEAGUE DEVELOPMENT**

**2024**

Game Length, Shifts and Restarting Play

Games will consist of Three (3) Twelve (12) minute periods with a shift buzzer every two (2) for U9 division only. The clock will stop during the shift change. Players are expected to exchange as quickly as possible to keep the game flowing and avoid "Dead Ball" time. Play will restart with possession to the team last in possessions or closest to a loose ball. U11 and up players will change on the fly.

Scoring and awarding Goals

Face off's will be only be at the start of each period. Play will resume after a goal is scored with possession in the crease of the team that was scored upon. The scoring team must retreat and "Tag up" outside of their attacking zone prior to pressuring the ball.

U9 players are to make 1 passes before scoring and U11 and up are to make 2 passed before they can score and 1 passes must be in the offensive zone.

Fouls and Infractions

Cross checking and body checking are **NOT** permitted. Players may use the portion of the stick which is held between the hands to **TOUCH & CONTROL** the ball carrier.

Infractions will result in the play being stopped with the infraction being explained to the players. Player will be sent to their bench and for U9 the next player will not come out until the buzzer so the team with the infraction will play down 1 player until the buzzer. U11 and up the next player will not be released until there has been a shot on net by the opposing team where the infraction occurred on.

All other rules will be per the OLA interpretation of the CLA rule and situation handbook 2017/2018 edition.